

## CLAIMS

1. A drawing method comprising:

an inputting step of inputting an input of arbitrary  
view point coordinates in a three-dimensional coordinate  
5 system;

a first drawing step of drawing an image of one object  
when viewed from the view point coordinates input at the  
inputting step;

a modifying step of modifying depth information of the  
10 image of the one object drawn at the first drawing step to  
information on distance from a position closer to the view  
point coordinates than the one object to the view point  
coordinates; and

a second drawing step of drawing an image of another  
15 object other than the one object when viewed from the view  
point coordinates so as to overlap with the image of the  
one object, based on the depth information modified at the  
modifying step.

20 2. The drawing method according to claim 1, further  
comprising a third drawing step of drawing an image of a  
transparent object that is present in the position closer  
to the view point coordinates than the one object, wherein

the modifying step includes modifying the depth  
25 information of the image of the one object drawn at the  
first drawing step to the depth information of the image of

the transparent object drawn at the third drawing step.

3. The drawing method according to claim 1, wherein at the second drawing step, if the other object is positioned  
5 behind the transparent object when viewed from the view point coordinates, a portion of the image that overlaps with the image of the transparent object in the image of the other object is not drawn.

10 4. The drawing method according to claim 1, wherein the one object is a cylindrical object of which a fore-face opening closer to the view point coordinates and an inner peripheral wall surface are viewed from the view point coordinates.

15 5. The drawing method according to claim 4, wherein the one object is also the cylindrical object of which a rear end opening is viewed from the view point coordinates,

20 the first drawing step includes a fourth drawing step of drawing an image of an object positioned behind the one object and the other object when viewed from the view point coordinates, and

the image of the cylindrical object is drawn so as to  
25 overlap with the image of the object drawn at the fourth drawing step.

6. The drawing method according to claim 4 or 5, further comprising a detecting step of detecting whether the view point coordinates input at the input step are coordinates  
5 inside the cylindrical object, wherein  
at the first drawing step, the image of the cylindrical object is drawn based on a result of detection at the detecting step.
- 10 7. A drawing program making a computer execute the drawing method according to any one of claims 1 to 5.
8. A drawing apparatus comprising:  
an input unit that receives an input of arbitrary view  
15 point coordinates in a three-dimensional coordinate system;  
a first drawing unit that draws an image of one object when viewed from the view point coordinates input by the input unit;  
a modifying unit that modifies depth information of  
20 the image of the one object drawn by the first drawing unit to information on distance from a position closer to the view point coordinates than the one object to the view point coordinates; and  
a second drawing unit that draws an image of another  
25 object other than the one object when viewed from the view point coordinates so as to overlap with the image of the

one object, based on the depth information modified by the modifying unit.